

PLEASANT HILL RECREATION & PARK DISTRICT

SOFTBALL RULES & REGULATIONS

INTRODUCTIONS

Welcome to Pleasant Hill Recreation & Park District's Adult Softball League. This publication provides standard regulations for all Adult Softball Leagues conducted by the District. The league also operates under the jurisdiction of the All World Softball (A.W.S.) and the Sports Association of Northern California Recreation Agencies (S.A.N.C.R.A.).

All updates and changes in this publication are in **bold print** and boxed, as shown here.

BASIC PHILOSOPHY

One of the goals of the Pleasant Hill Recreation & Park District is to provide recreational opportunities for people of all ages. The Adult Softball League provides the community with an opportunity to participate in an organized sports activity. The leagues are organized for competitive play but the overall goal is enjoyable participation for all. The District is not offering professional leagues. **The main emphasis of the league is the recreational elements including the fun, enjoyment, good sportsmanship, and friendships that are developed.**

UMPIRES

When an umpire assesses a penalty or makes a decision, he/she is simply doing his duty! Umpires are there as representatives of the District and not the teams. It is the umpire's duty to uphold the integrity of the game; and their decisions, even though occasionally a mistake in judgment, are final, conclusive. It is then the team representative's responsibility to request an interpretation if needed. Other players must refrain from conferring with the umpires.

LEAGUE REGULATIONS

1. A team must have paid all fees and have a current team roster on file before considered registered and entered in the league.
2. Team representatives should seek and other facilities for team practice.
 - a. **TEAMS MAY NOT PRACTICE ON LEAGUE FIELDS**, unless rented from Pleasant Hill Recreation & Park District.
 - b. All teams must honor use field permits by other users of District facilities (e.g. Pleasant Hill Baseball Association, Pleasant Hill/Martinez Soccer Association).
 - c. Teams may **not** practice on **any** field after it has been prepared for games.
 - d. Teams may not use any field when it is raining or the field is wet.

3. The League Director has the option of moving players to whatever league and day of play he deems is in the best interest of providing a balanced program.
4. The League Director has the option of moving teams to whatever league and day of play he deems is in the best interest of providing a balanced program.
5. The League Director may, because of conditions beyond his/her control, change or revise the league schedules.
6. After the registration deadline, all teams forfeit the right to their entry fees unless the entire league is disbanded, whereby all teams will be refunded their entry fee less all costs incurred by the league up to that point.
7. The Pleasant Hill Recreation & Park District reserves the right to establish rules and regulations at any time deemed necessary for the efficient operation of the league. Further, all rules and regulations will be interpreted by the District staff as deemed necessary to ensure a smooth and consistent program in keeping with the standards and intent of adult leagues.

TEAM AND PLAYER ELIGIBILITY

1. A player may participate in the league only if the player's name, address, city he/she lives in, zip code, telephone number and signature appear on the official team roster as filed with the Recreation & Park District.
 - a. Any player participating under an assumed name or false address will be considered an ineligible player and shall suffer suspension for the remainder of the season.

PENALTY: All games will be forfeited in which the ineligible player participated.
 - b. Players must be eighteen (18) years of age or older and out of high school. Graduating high school players are not eligible to participate in the Spring league. Participation in the Summer and Fall leagues is permitted.
 - c. Random roster checks may be done to ensure compliance of the above eligibility rules.**
2. Roster Additions and Withdrawals:
 - a. All players added or withdrawn after the team's roster has been turned in to the office must be done on Pleasant Hill Recreation & Park District's "Roster Addition Form."
 - b. New players may be added or withdrawn up till **5:00 p.m.** on game. Email Roster Add forms to sgeorge@pleasanthillrec.com. The office is closed weekends and holidays.
 - c. An added player may not use a dropped player's non-resident fee after first game of season.**
 - d. Teams may carry a maximum of twenty (20) players on their roster, minimum 10 players.

- e. **No roster additions or withdrawals may be made after the ninth league game.**

3. A player may only play in one (1) league level (night of play) during any season in the Pleasant Hill Recreation & Park District's Adult Softball Program. A player may play on multiple teams on different days, so long as all teams are ranked at the same league level. Leagues offered are Men's, Co-ed & Women's. All league levels are D.

PENALTY: The player will be suspended for one calendar year of the date of the detection and all teams he/she played on will forfeit the games the player participated in.

4. Rated "A" or "B" tournament/league players or anyone who has played on an "A" tournament/league team shall not participate in any Pleasant Hill Recreation leagues. Former professional athletes will be considered "A" players.

PENALTY: The player will be suspended for one calendar year from the date of the detection and all "C", "D" and/or "E" teams he/she played on will forfeit the games the player participated in.

5. Teams who do well or win leagues/divisions/play-offs are subject to be moved to higher leagues, even if that means moving to a different day/night. Teams who do not fair well in leagues/divisions are subject to be moved to lower leagues, even if that means moving to a different day/night.

6. The League Director maintains the prerogative to move or disqualify any player, at any time, if it is in the best interest of the league.

7. The League Director maintains the prerogative to move or disqualify any team, at any time, if it is in the best interest of the league.

PROTESTS

1. Only a regularly scheduled game may be protested. No protest based solely upon a decision involving the accuracy of a judgment on the part of the umpire may be filed.

2. A protest will be considered only if the umpires, scorekeeper and opposing team representative are notified at the time of the dispute (before the next ball is pitched) and the game is officially recognized as being played under protest.

3. All protests must be submitted in writing to the League Director at Pleasant Hill Recreation & Park District, 147 Gregory Lane, Pleasant Hill, CA 94523, Attn: Softball Protest. All protests must be submitted with a \$20.00 protest fee **within 48 hours** of the disputed game. The fee will be returned if the protest is found valid.

4. The protest should contain the following information:

- a. Date, time and place of game.
- b. Names of umpires, scorekeeper, teams and team representatives.
- c. The rule and section of the Official Rule under which the protest is being made.
- d. The decision and conditions surrounding the making of the decision.

- e. All essential facts involved in the matter protested.
5. A \$20.00 fee (per player) will be required if a team requests the league to investigate an ineligible player. If the player is found to be ineligible, the fee will be returned.

NOTE: All players should carry a drivers license or have it close by, e.g. in their car. Players must be prepared to show it to the umpires and scorekeepers at all times.

6. In all cases, the ruling of the Pleasant Hill Recreation & Park District will be final.

EQUIPMENT

The league will provide (through the entry fees) a game ball, scorer/timer, umpires (1), field maintenance, lights, rule packets, A.W.S. fees, standings and results, and other such equipment or materials as required for the efficient conduct of the league.

SCHEDULE CHANGES

1. **TEAMS PLAYING IN MORE THAN ONE CITY:**
Pleasant Hill Recreation & Park District's schedules will not be adjusted to avoid conflicts with other leagues. Teams who enter more than one league do so at their own risk.
2. Games, which have to be made up due to weather, power failure, or other circumstances, will be rescheduled following the end of league play or on the earliest possible day arranged by the League Director. Make-up games will be played in the order of postponement and may be played on a different weeknight or weekend day than the league regularly plays. If the games cannot be played, the win-loss records will be computed on the games actually played.
3. If no umpire appears at any league game, the game will be postponed and made up according to the above rules on make-up games.
4. In the event that the league schedule cannot be completed within three (3) weeks of scheduled completion date, the League Director may declare the league completed. The league standings will be based on the teams' records at the time of the declaration. Each team will be credited their share of entry fee money for games not played.

FINAL LEAGUE STANDINGS

League champions will be the teams that complete the schedule with the best win-loss-tie-forfeit record based on points (with 1 point for a win, 1/2 point for a tie, 0 points for a loss and -1 point for a forfeit loss). If teams are tied with identical point totals after completing the league schedule, the higher final standing will be awarded to the team:

- a. With fewer forfeits. (If a winner is not determined, all tied teams move to step b)
- b. With the best record in head to head competition. (If a winner is not determined, all tied teams move to step c)

- c. With the best divisional record. (If a winner is not determined, all tied teams move to step d)
- d. With the best record against common opponents finishing above the tied teams. (If a winner is not determined, all tied teams move to step e)
- e. With the best record against all common opponents. (If a winner is not determined, all tied teams move to step f)
- f. With the highest run differential in head to head competition. (If a winner is not determined, all tied teams move to step g)
- g. With the highest run differential against divisional opponents. (If a winner is not determined, all tied teams move to step h)
- h. With the highest run differential against all common opponents. (If a winner is not determined, all tied teams move to step i)
- i. By draw.

NOTES: The run differential is calculated by subtracting runs given up from runs scored. In comparing division and conference records or records against common opponents among tied teams, the best won-lost-tied percentage is the deciding factor since teams may have played an unequal number of games.

PLAY-OFFS

Play-offs will be single elimination, unless otherwise noted; number of teams eligible will be determined by the size of each league. Championship games may be scheduled on a different night than the league normally plays.

1. A player must play in at least two (2) league games to be eligible for the play-offs.
2. **Check our sports website www.pleasanthillrec.com/295**, after 6:00 p.m., two working days after your league's last game to receive play-off information. Pleasant Hill Recreation will **NOT** contact you.

SPECIAL INFORMATION

1. The team representative shall be the official representative of the team unless he designates one of the players as a team captain prior to the game. **Only the team representative or his designate may discuss a call or decision made by the umpires.**
2. The team representative will be responsible for ensuring that all their players know and abide by the rules and regulations as stated in this book, A.W.S. Rule Book and the Team and Player Code of Conduct.
3. The home team is listed second on the schedule. The home team receives the game ball, provided a ball is not lost during the game, and will use the third base dugout.
4. **NO DRINKING of alcoholic beverages is allowed at the facility by players, coaches, spectators, and team representatives, before, during or after a game.**

PENALTY: One team warning, then violators will be removed from the game and reported to the league director.

5. ANY PLAYER DISMISSED FROM A GAME IS SUSPENDED FROM PLAY FOR A MINIMUM OF THE NEXT TWO LEAGUE GAMES.
6. ANY PLAYER DISMISSED FROM TWO GAMES IS SUSPENDED FROM PLAY FOR THE REMAINDER OF THE SEASON.
7. **All dismissed players must leave the ball park immediately and are required to stay away from all ball parks until the suspension is lifted.**
8. **Once a player is suspended, that player is suspended from all games on all teams (including other District leagues) until suspension is lifted.**
9. Any suspension, which runs through the last game of the season or beyond, will make the suspended player ineligible for all play-off games.
10. Teams are not to warm-up on the infield unless time permits. Warm-ups should occur on the sideline areas. If warm-ups interfere with the game in progress, the umpire may ask the teams to cease their warm-ups.
11. Metal spikes are not allowed.
12. Rest rooms are available at Pleasant Hill Park. A port-a-potty by the field and rest rooms at the Community Center are open for those playing at Valley View Middle Schools.
13. Please leave the field promptly after the last game, for the lights will be turned off five (5) minutes following the game. **Additionally, please leave the parking lot following your games. Our neighbors near the fields appreciate your cooperation.**
14. **To help keep the noise level down at all fields, especially Pleasant Hill Park, we are requesting all teams to cut down on unnecessary noise. Although cheering for your team is an important part of the game, consideration must be shown for neighboring residents.**
15. **Please pick up all your team and fans litter after your game. By picking up "your" trash, field prep staff will have more time to actually work on the fields. Your help is greatly appreciated.**

PLAYER CONDUCT

There is no place in athletic sports for the unethical player. Unsportsmanlike conduct is contrary to the basic principles of athletic sports. The "Player Code of Conduct" was established for the protection of the participants, survival of the sport and continuation of the league. Violation of the "Player Code of Conduct" will not be condoned.

S.A.N.C.R.A. – TEAM AND PLAYER CODE OF CONDUCT

The following "Team and Player Code of Conduct" has been adopted by all participating agencies with S.A.N.C.R.A. and will be strictly enforced. A suspension in one agency is recognized as a suspension in all agencies.

1. **NO PLAYER SHALL:** At any time lay a hand upon, shove, strike or threaten an official. Officials are required to immediately suspend player from further play and report such player to the league supervisor. Such player shall remain suspended until his case has been considered by the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

2. **NO PLAYER SHALL:** Refuse to abide by an official's decision. Officials are required to immediately suspend player from further play and report such player to the league supervisor. Such player shall remain suspended until his case has been considered by the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for the remainder of season.

3. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations of dissent at official's decision.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and suspension for two league games.

4. **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and suspension for two league games.

5. **NO PLAYER SHALL:** Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season, plus two years.

6. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

7. **NO PLAYER SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the league supervisor. Player shall remain suspended until his case has been considered by the league supervisor.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season, plus two years.

8. **NO PLAYER SHALL:** Appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report such player to the league supervisor for further consideration.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season.

9. **NO PLAYER SHALL:** Be guilty of gambling upon any play or the outcome of games with any spectator, player or opponent. Officials are required to report violation of this rule to the league supervisor.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

10. **NO PLAYER SHALL:** Smoke while coming off, going on the area of play, while on the area of play or in the dugout.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and suspension for two league games.

11. **THE TEAM IS:** Responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any league officials, they place the team in jeopardy of forfeiting the game.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Forfeiture of the game.

12. **NO PLAYER OR TEAM SHALL:** Be guilty of REPEATEDLY violating minor league rules or behave in a manner that is disruptive to the smooth operation of the league and who's general conduct is, although not flagrant, undesirable to the standards of the adult sports program.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for remainder of season, plus one full year.

13. **NO TEAM SHALL:** Be guilty of breaking the rules in the "Team and Player Code of Conduct." In any situation where the rules are broken and individual offenders

cannot be determined (i.e., a major fight), then the league supervisor can take disciplinary action against the teams as a whole.

14. The team and team representative are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him by the officials or District representatives, places his team and team representative in jeopardy of losing the game by forfeiture and suspensions.

RULES

The Pleasant Hill Recreation & Park District Softball League is a U.S.S.S.A. League and follows their rules with the following exceptions:

1. The base runner must avoid colliding (**any type of contact**) with the catcher. In case of a collision (**any type of contact**), the base runner shall be called out and the ball is dead. The first base line shall be extended to the backstop and will serve as an extended home plate for the runner from third base. The runner **may not** touch home plate, but **must** cross the extended first base line (as stated in Rule #2) before the catcher has possession of the ball to be called safe.
2. A play at home plate is a force play. The runner must touch the line (stated in Rule #1) or the ground beyond it before the catcher (or any defensive player) has possession of the ball and touches home plate or tags the runner. **If the runner touches home plate, they will be called out.** Sliding into home is **NOT** allowed.
3. The only exception to Rule #1 is when the catcher runs into the base runner. In this situation, the runner will not be called out and the ball remains in play. But, if there is a way the runner can avoid a collision or touching the catcher, he/she must or the runner will be called out.
4. A line shall be drawn twenty (20) feet up the third base line (from home plate) and perpendicular to the third base line. This line shall be the runner's "Commit Line." Once a runner has crossed or touched the commit line, the runner must continue on to home plate. If the runner has touched or crossed the commit line and moves back towards third base, the runner shall be declared out immediately, and the ball remains in play.
5. All players MAY bat in an established batting order.
6. All players in the field MUST bat. A player who plays in the field and is not on the batting order will be removed from the game and may not reenter.
7. Any player removed from the batting order is OUT OF THE GAME, but is not considered an out when the position comes up again in the batting order.

(NOTE: Rules 5 through 7 are designed to allow all players to bat who show up for a game. Also, there is free substitution on defense. Therefore, all players can play some defense, too. However, once a batting order is established, that order must be followed throughout the game.)

8. There is free substitution on defense, except for the pitcher. Once a pitching change has been made, the new pitcher must pitch to at least one batter. The team manager may choose to follow normal baseball substitution rules if he or she so desires.

9. The men's and coed Leagues will use the 3-2 (ball-strike) rule. A batter will be walked after receiving three balls or called out after receiving 2 strikes. A batter with two strikes will be allowed one foul ball, after the second foul ball the batter will be called out. *Revised Spring 2019*
10. Sliding is permitted in all leagues on all bases except for the **HOME** base. Sliding is not allowed into **HOME**. (Be sure your team practices proper sliding techniques; improper sliding can cause injuries.) *Revised Spring 2024*
11. Courtesy Runners are allowed in all leagues with the consent of the opposing teams manager or coach. The new runner will be the last recorded out. In co-ed, the new runner will be the same sex as the injured runner.
12. There is a courtesy catcher rule in our program. If a team has eight players, they may ask for a courtesy catcher. Only with the opponent's consent will a courtesy catcher be allowed. *Revised Spring 2019*
13. The pitcher's plate will be fifty feet (50') from home plate. Be certain to use the fifty-foot pitchers plate and check to make certain the forty-foot plate is covered at game time.
14. The home team shall use the third base dugout and the visiting team the first base dugout.
15. **PROFANITY RULE:** Any vulgarity that an umpire or staff find inappropriate shall warrant a one (1) time team warning. After the warning, any audible profanity shall be subject to immediate ejection. Any post ejection demonstrations of profanity or other unsportsmanlike conduct may result in a game forfeiture or individual suspension from the league. Based on the severity of the outburst, a formal warning may be waived.

NOTE: On minor profanity ejection, there may be a one or no game suspension. So remember if you are ejected, keep your mouth shut.
16. **ALCOHOL/DRUG USE RULE:** Drinking of alcohol, or use of drugs is not permitted in the dugout under any circumstances. Violation of this rule can result in a forced forfeit, or player or team suspension. Continued violation can result in removal of a player or team from the league entirely. *Revised Spring 2024*

OUTLAWED BATS:

Multiple walled and Composite bats are outlawed in ALL Men's, Women's and Co-ed "D" Leagues (unless otherwise noted on the schedule). That includes all double, triple, quadruple or additional walled bats, **including all bats using composite materials**. ALL bats that have an interior or exterior wall/shell/casing/etc, or any description that can be considered as more than one wall are outlawed in our lower leagues.

Please check the website below for a list of APPROVED BATS THAT MAY BE USED in our Men's, Women's or Co-ed "D" Leagues. Please check with the league director regarding any questionable bats:

www.pleasanthillrec.com/295

Please contact the league director if you have any questions or concerns about bats or if you think a bat should be added or removed from the list for the next season.

PLEASE NOTE: Changes/Additions may be made during the season. Changes have been made in previous seasons.

Team Representatives are responsible to ensure only legal bats are used during their games. If an outlawed bat is used in a game, the player who used the bat will be ejected from that game, suspended from play the following week as well, and Team Rep. warned. If the same player is caught using an illegal bat again, he/she will be banned from play for one calendar year. The second offense of illegal bat usage by one team will result in the team being banned from post season play. Third offense and the team will be banned from play altogether for one calendar year.

CO-ED RULES ONLY

17. If a male batter is walked, he will receive second base. If there are less than two outs, the next female batter must bat. If there are two outs, the female batter has the option of hitting or walking.
18. On defense, any combination of five (5) males and five (5) females is considered acceptable anywhere in the field. Teams may not have more male than female defenders in the field at any time.
19. Teams may not have more male than female players on the field at any given time. If a team is playing with more female players than male, the extra females may take any of the vacant male defensive positions, so long as all the other female defensive positions are filled.
20. Batting Order: A male batter will follow a female batter and vice versa. There may never be two male or female batters together in the batting order. Two line-ups will be given to the scorekeeper—one male and one female.
21. Everyone in the men's leagues shall use a twelve (12) inch **Dudley** Gold Dot softball. Coed will alternate between the 11 & 12 inch ball. The new ball is a .40 COR/325 compression ball.
22. All outfielders must stay at least 165 feet from home plate until the ball is hit (a line will be marked on the field). All infielders must be on the skinned infield surface until the ball is hit. Infraction will result in the batter being awarded first base.
23. No player may usurp another player's position, i.e., male pitcher covering home plate instead of female catcher; male outfielder making the play in the outfield for female outfielder. Runners will be declared safe or given first base if this rule is violated.

GROUND AND BOOK RULES

The following are ground rules and U.S.S.S.A. rules that apply to our fields.

PLEASANT HILL PARK – 147 GREGORY LANE

1. A ball shall be out of play once it crosses over the imaginary extensions of the fence (or painted lines) behind home plate on the first and third base sides of the field.
2. A ball hit to left field into the plants under the scoreboard will remain in play.

VALLEY VIEW MIDDLE SCHOOL – 181 VIKING DRIVE

1. A ball shall be out of play once it crosses over the imaginary extensions of the fence (or painted lines) behind home plate on the first and third base sides of the field.
2. A ball hit into the exercise equipment, the portable backstop or on the black top in left-center field will remain in play.
3. A ball hit over the fence in left field in fair territory or hits the scoreboard on a fly ball is a home run.
4. A ball hit to left field and bounces over the fence in fair territory, or after touching fair territory, shall be a double.

STARTING AND ENDING GAME

1. The team representative shall **give the scorekeeper the lineup card at least ten (10) minutes prior to game time** and cooperate in every way with the umpire in getting the game started on time and moving it along throughout the playing period. Teams who repeatedly abuse this regulation will be reported to the league supervisor.
2. Lineup cards must have each player's **first and last name**. Once the lineup card has been handed to the scorekeeper, it is the official lineup and batting order.
3. A player arriving late may be added to the bottom of the batting order. If the game has already begun, the late player may not bat until after his team has played in the field.

4. **GAME TIME IS START TIME.** A ten-minute allowance will be given to the 6:10 games **ONLY**, a five-minute allowance will be given to all other start times, but the time spent waiting is taken off game time. After 10 minutes for 6:10 starts and after 5 minutes for all others, the game will be called a forfeit. All times are determined by the umpire's watch and scoreboard. **If team(s) disagree with the umpires watch, they may show the umpire their cell phone and compare it with the opposing team's.**

5. All games shall be seven (7) innings with the exception of the below time constraint.

6. A new inning shall only begin if the final out of the previous inning was made prior to fifty-nine (59) minutes elapsing as measured by the scoreboard. If the scoreboard is not working, the home plate umpire's watch will be used and the start and finish time marked on the score sheet.

Examples: If the final out of the inning was made with 1 or more seconds on the clock, the next inning will be played. If the final out of the inning was made with no time on the clock, the game is over.

7. TIES: A game tied at the end of seven (7) innings shall have additional innings to break the tie, so long as the above time constraint does not come into effect. Games tied at the time constraint will go into the standings as a tie. In play-offs, the game will continue until the tie is broken.
8. If a team is behind by fifteen (15) runs after 4-1/2 innings for the visiting team or after 5 innings for the home team, the team that is behind may invoke the mercy rule. If invoked, the team leading by 15 or more runs will be declared the winner and the game is over. If the team behind by 15 or more runs does NOT invoke the mercy rule, the game will continue as an official game and all runs scored will count in the final score.
9. The Championship Play-off Game will be played with no time constraint and no fifteen run rule.
10. The highest seeded team will be the home team for ALL play-off games.

PLAYERS

1. Any ten (10) players may play in the field during any inning.
2. Eight (8) players are mandatory to start and continue a game.
3. All players must be on the team roster.

PLEASE USE OUR SPORTS WEBSITE:

www.pleasanthillrec.com/295

WHEN CHECKING ABOUT RAINOUTS OR PLAY-OFF INFORMATION.